GAMETEK

2999 N.E. 191st Street, Suite 800, North Miami Beach, FL 33180

Printed in Japan

SNS-KC-USA

GAMETEK

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

"WARNING"

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

Kawasaki® Caribbean Challenge™ is a game, and is not intended to offer training or education regarding the operation of any of the products depicted.

Official Nintendo Seal of Quality

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

© 1993 GAMETEK INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

GAMETEK
2999 N.E. 191st Street,
Suite 800
North Miami Beach, FL
33180

CONTENTS

REV UP, RALLY DOWN! 4
USING THE CONTROLLER 5
SETTING UP THE GAME 6
THE CHALLENGE 8
BIKE RACING 9
JET SKI® WATERCRAFT RACING 10
THE BIKES 11
JET SKI WATERCRAFT 13
PLAYERS' INFORMATION 15
THE MAKING OF KAWASAKI® 16
LIMITED WARRANTY 18

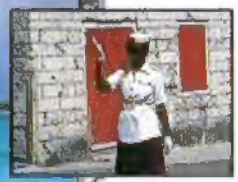
Packaging and computer source codes ©1993 Gametek, Inc. Gametek is a registered trademark of IJE, Inc. Nintendo®, Super Nintendo Entertainment System® and the official seals are Registered trademarks of Nintendo of America Inc. ©1993 Nintendo of America Inc. "Kawasaki," "K," "Jet Ski" and "Ninja" are registered trademarks licensed by Kawasaki Motors Corp., U.S.A. However, this product is neither manufactured nor distributed by Kawasaki Motors Corp., U.S.A. Consumer inquiries should be directed to: Gametek, Inc.

THE HOTTEST RACING GAME UNDER THE SUN!

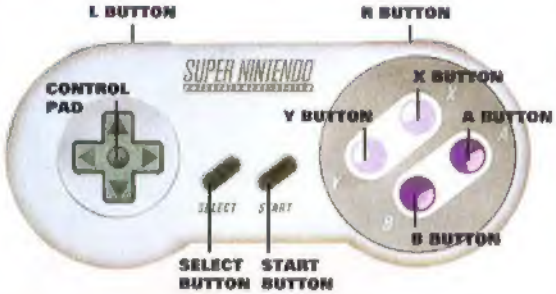
Rev up your engines and rally on down to the sunny Carib for hot competition and cool coconuts! The Kawasaki® Caribbean Challenge™ takes you to the most beautiful islands on earth. The climate is friendly. The machines are mean. And the competition is sharp as shark's teeth. Let the good times roll!™ And don't forget your shades.

A FEW POINTERS FROM THE PROS

And before you jet into action, here are a few tips from the local beach community. Steer clear of white water, big wakes and other hazards that can put a major ripple in your race plan. Push your Jet Ski to the max mach, but stay cool with your bike (or you're in for a hike). And don't forget to break for coconut juice and lime, "mon."



USING THE CONTROLLER



CONTROL PAD: Press the control pad **UP** to accelerate and **DOWN** to brake. Press the control pad **LEFT** to turn left and **RIGHT** to turn right.

L BUTTON: Push to turn your Bike/Jet Ski Watercraft left

R BUTTON: Push to turn your Bike/ Jet Ski Watercraft right

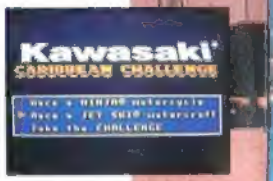
START BUTTON: During the Island selection screen this takes you to the Start of the Race screen. From the Race Screen this button starts the race. During the Race this button **PAUSES** the game. Locks in your Selection of Bike, Jet Ski Watercraft or Island.

X, Y, A, B BUTTONS: Makes the bike accelerate.

SELECT BUTTON: Selects Jet Ski or Bike and Island choices.

REV UP THE GAME

Turn on the game and you will be presented with the Kawasaki® Caribbean Challenge™ option screen. From here you can choose from the following options:



The option you are currently on is indicated by a small pointer. To change your choice, push the **CONTROL PAD** up or down.

RACE BIKES

After selecting this option, you're off to the bike selection screen.

BIKE SELECTION SCREEN

To change bikes in the bike selection screen, push the **SELECT** button. Press the **START** button to lock in your selection. After selecting your bike, you'll be asked to go to the island selection screen.

RACE JET SKIS' WATERCRAFT

After selecting this option , you will then be taken to the Jet Ski Watercraft selection screen.

JET SKI SELECTION SCREEN

On the Jet Ski Watercraft screen, to change the Jet Ski Watercraft type, push the **SELECT** button.

After selecting your Jet Ski Watercraft, you will now be asked to go to the island selection screen.

ISLAND SELECTION SCREEN

From this screen you pick which island you will be racing on. To pick the island you wish to race on, push the **SELECT** button.

When you have selected the island you wish to race on, you will be shown a photograph and some information about the island. From here you are taken to the race itself.

NOTE: During the Kawasaki® Caribbean Challenge™ you do not have a choice as to which islands you race on. Good luck!

THE KAWASAKI® CARIBBEAN CHALLENGE™

This huge rally spanning the Caribbean is the ultimate challenge for the hardened racer. It is a test of endurance as well as skill. The Challenge is a series of races that takes place all over the islands. The race is organized in the following fashion. The racer must race around each of the islands in turn on both the bikes and the Jet Ski Watercraft. The player starts off with the lowest level of bike and Jet Ski Watercraft; then, once he has completed all of the islands, he must race them all again on the next level of bike.

To proceed to the next island, the player must achieve a certain number of points. The points system is as follows:

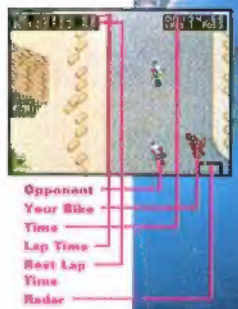
1st = 10pts 2nd = 6pts 3rd = 4pts 4th = 2pts

Before each race you will be told on screen how many points you require to proceed to the next island. Remember you have 2 races to achieve that many points (bike & Jet Ski Watercraft). For example, if you need 10 pts to proceed to the next island and you are on the bike race, you can still proceed provided you come in first on the bikes (5 points) and first on the Jet Ski Watercraft's (5 points), as this gives you a total of 10 points.

BIKE RACING

Initially you may find racing around the track disorienting. With a little practice, however, you will quickly learn how to navigate the courses with ease.

Here's how to keep your bike under control:



CONTROL PAD UP = Accelerate
CONTROL PAD DOWN = Brake
X, Y, A, B BUTTON = Accelerate
R BUTTON = Bank the bike right
L BUTTON = Bank the bike left

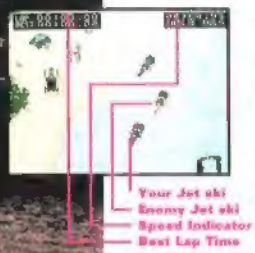
A mistake many novice riders make is to try and take the course at top speed. Try to find the best "line" around the course and through the various turns and corners. Watch out for coconuts.

Quite often, you may find yourself oversteering. Try to ease the bike gently through the turns and avoid sudden turns.

RADAR: Located on the bottom right of the screen is a miniature view of the track. On this screen is displayed the positions of all the bikes depending on their color.

SAFETY: Insure you keep a safe distance away from other racers. Your rider does not wish to get injured and will brake to avoid a collision, thus costing you valuable time.

JET SKI® WATERCRAFT RACING



Initially, you may find racing around the Island quite tricky. With a little practice, however, you will quickly learn how to navigate the courses with ease.

How to control your Jet Ski Watercraft:

CONTROL PAD UP = Accelerate
CONTROL PAD DOWN = No effect
X, Y, A, B = Accelerate
R BUTTON = Bank the Jet Ski right
L BUTTON = Bank the Jet Ski left

The aim of the Jet Ski Watercraft race is to navigate around the island. There are no buoys you have to go through, except at the start and end of the race. Just find the quickest course you can. (No cheating! Make sure every Jet Ski Watercraft goes all the way around the island.)

When racing the Jet Ski Watercraft, speed is less of an issue than with the bikes. On the Jet Ski Watercraft, you will generally want to travel at top speed as much as possible. You should try to hug the shore (to cut down the distance you have to travel), but avoid the white water. The surf slows you down.

SAFETY: Insure you keep a safe distance away from other racers. Your rider does not wish to get injured and will brake to avoid a collision thus costing you valuable time.

THE BIKES

NINJA® ZX-6

Liquid cooled DOHC 16 valve 599cc In-Line Four. Compact cylinder head with 'straight shot' induction. 36mm downdraft carbs with semi-flat sides. Large capacity 8.4 liter airbox. Maintenance free digital electronic ignition. 6 Speed gearbox with positive neutral finder. Lightweight box-section aluminum main frame. Full fairing with integrated turn signals. Extra-rigid 41mm fork. Adjustable UNI-TRAK rear suspension. 17-inch triple-spoke cast aluminum wheels. 120/60 and 160/60 low profile radial tires. Dual semi-floating front discs with dual four-piston calipers. Rear disc brake with Balanced Actuation Caliper (BAC). Adjustable front brake and clutch levers.

NINJA® ZX7R

Liquid cooled short stroke DOHC 16-valve 749cc In Line Four. 11.5:1 compression ratio. Large-surface-area cooled radiator. Water cooled oil cooler. Side cam drive.High revving individual-rocker valve train. 20 degree included valve angle. 39mm carbs with semi-flat sides and accelerator pumps. Large capacity airbox.4-1 pipe. Magnesium engine covers. Kawasaki cool air system. Maintenance-free digital electronic ignition. Adjustment free hydraulic clutch. Close ratio 6-speed gearbox. Works pressed aluminum frame. Rear ride-height adjuster. Extra-rigid 41mm cartridge-type upside down fork with preload, compression and re-bound damping adjustments. UNI-TRAK rear suspension with nitrogen charged shock, adjustable preload, compression and rebound damping. Rigid

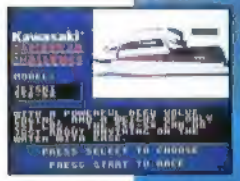
aluminum swingarm. 17-inch triple-spoke cast aluminum. Extra-wide 120/70 and 180/55 Z-rated low profile radial tires. Dual semi-floating front disks with dual four piston calipers. Rear disc brake with floating dual-opposed-piston caliper. Adjustable front brake and clutch levers. Remote front brake and clutch hydraulic fluid reservoirs. Racing type solo seat.

NINJA® ZX11

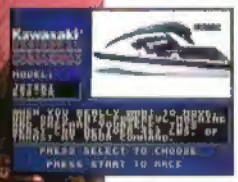
Liquid-Cooled DOHC 16 Valve 1,052cc In-Line Four. Ram-air induction. Hand finished intake ports. High revving one-valve-per-rocker valve train. 40mm downdraft carbs with semi-flat slides. Large-capacity 15-liter airbox. Gear-driven engine balancer. Advanced maintenance-free digital elec- tronic ignition. 6 Speed gearbox with positive neutral finder. Box section aluminum perimeter frame with removable downtubes. Full fairing with integrated turn signals. 43mm adjustable fork. UNI-TRAK rear suspension with nitrogen-charged shock. 17inch cast aluminum wheels. Extra-wide 120/70 and 170/60 radial tires. Dual semi-floating front discs and four piston calipers.

THE JET SKI® WATERCRAFT

JET SKI® 550SX WATERCRAFT

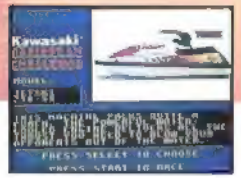


If you're looking for what may be the ideal balance of power, weight and handling on the water, there's not much that can beat the JET SKI 550SX Watercraft. With a powerful reed-valve inducted, water-cooled, two-stroke twin engine and a light, 251-pound dry weight, the JET SKI 550SX can do just about anything on the water with ease: Jet up to speed in seconds. Carve graceful, glass-smooth turns. Play tag with ocean swells. Or just cruise around with friends. Plus it's got the other Kawasaki features now regarded as industry standards: Positive flotation, an automatic bilge system, water-proofed CD ignition and much more. The Kawasaki JET SKI 550SX Watercraft. It's got your combination.



JET SKI® 650SX WATERCRAFT

When it's time to really stir things up, take off on a Kawasaki JET SKI 650SX: It'll boil up the water with just a twitch of your thumb. That's because the thumb operated throttle is in charge of 463 pounds of water-jet thrust, that will leave most other personal watercraft behind in your wake. But don't think its a beat that can't be tamed: With an easy-handling hull and lots of low end torque, the JET SKI 650SX is a pure pleasure machine for many riders. And like every solo Kawasaki JET SKI Watercraft, it's loaded with features like self circling, so if you go overboard, it circles back to pick you up-automatically. So break away from convention. Stir things up on a JET SKI 650SX Watercraft.



JET SKI® 750SX WATERCRAFT

If you're ready to get really launched, then you belong on a Kawasaki JET SKI 750SX Watercraft, the meanest, baddest solo personal watercraft on Mother Earth. But it doesn't act like it. That's because the durable SMC hull is painstakingly engineered to produce a unique blend of straight-line tracking and water carving agility. In fact, test riders compare the JET SKI 750SX's agility to the racer-favorite 440 hull. Of course, deep in the JET SKI 750SX hull lies space age power: 743cc water-cooled, case-reed-inducted, digitally ignited, two stroke might that's guaranteed to have you yelling for more from the moment you crack open the throttle. The Kawasaki JET SKI 750SX Watercraft. It makes everything else seem, well, down-to-earth.

PLAYERS' INFORMATION

You will find that one of the most difficult things to grasp when you first start playing is the control of the machines. This is because we've intentionally kept Kawasaki Caribbean Challenge **HARD** to master. However there are a few tips we can give to help you become a great rider.

BIKES

Never oversteer. Gentle leaning is always preferable to severe turns which inevitably end up with the rider having to overcompensate in the opposite direction. Use the **SINGLE RACE** mode to get used to the tracks so you always know what is coming up. This is the only way to really succeed on the bigger bikes. You have to be thinking at least one turn ahead to start leaning in advance. Stay well clear of enemy racers whenever possible, for time lost by braking to avoid collision is costly.

JET SKI WATERCRAFT

Turn up that power and keep away from the white water! Learn the islands and make use of shortcuts wherever possible. Avoid the wakes of other Jet Ski Watercrafts, as it will slow you down tremendously.

THE MAKING OF KAWASAKI®

Kawasaki Caribbean Challenge has been an extensive project. The aim of the game all along was to give the player the feel of actually travelling to the Caribbean. The only real way to get this feel was to go there!

FIRST STOP, COCONUT COUNTRY

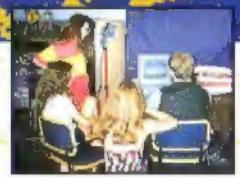
So we hired a photographer, an airplane, and sent our art director out to the Caribbean to shoot the shots you see in the game.

The team was out in the islands for four days and shot every still they needed for the game. Here you can see how the shots fitted into the game storyboards.

Many spare shots were left over after we had used everything that was needed in the game. We have printed some of them below.

MEANWHILE, BACK AT PARK PLACE PRODUCTIONS

While all this activity was going on in the Caribbean, over on the other side of the country at Park Place Productions the actual game was being programmed. The



first step was to shoot bikes and Jet Ski Watercrafts at all the different angles so they could be digitized into the game.

At the same time, all the bikes and Jet Ski Watercrafts were shot for the interlude screens.

Next, the programming started in earnest and the long haul to get the product was on. One of the major problems encountered at the beginning of the product was to get the handling right. To help get the handling correct, a physicist was brought in to help work out the physical model in the game.

KAWASAKI LETS THE GOOD TIPS ROLL

Throughout the development of the product, Kawasaki representatives were consulted on what they would like to see in the game. Many of the safety features you see in the game come directly from this input. For instance, you will notice that your rider will brake to avoid any collision during the game.

The good tips from the Kawasaki effort really made a difference to the overall challenge of the game.

We think once you get a chance to rev up and rally down, you'll agree — this is the hottest racing game under the sun.

GAMETEK® LIMITED WARRANTY

GAMETEK warrants to the original purchaser only, that the software program coded on the game pak provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the program is found defective within 90 days from the date of purchase, it will be replaced. Simply return the game pak to **GAMETEK**, along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

GAMETEK shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages from personal injury, even if **GAMETEK** has been advised of the possibilities of such damages. Some states do not allow the exclusion of limitations of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific rights and you may also have other rights which vary from state to state.

GAMETEK INC.
2999 N.E. 191st Street, Suite 500
North Miami Beach, FL 33180
(305) 935-3995

Gametek would like to thank the following people for their time and effort in creating Kawasaki Caribbean Challenge for your Super Nintendo Entertainment System:

PARK PLACE PRODUCTIONS:

- **Executive Producer:** Richard Knox, Sr.
- **Producer:** John Smedley
- **Programming:** Alexander Shrath
- **Additional Programming:** Tom Schenck
- **Sound and Music Driver:** Mike J. Neary, Lawrence Miller
- **Sounds and Music:** Jeff Tavarez
- **Graphics and Animation:** Lance Hutto, Ted Robertson, Mike Cooper, Joe Quinn, Art Avila
- **Music Player © 1992** Chip Level Designs

GAMETEK:

- **Executive Producer:** Liz Curran
- **Producer:** Rod V. Humble
- **Assistant Producers:** Mike Merson, Bill McCormick
- **Art Direction:** Steve Curran
- **Aerial Photography:** Dominic Marsden
- **Assistant Photographer:** Brian Sugerman
- **Pilot:** Keoki Pang
- **Illustration:** Michael Backus
- **Production Coordinator:** Sherry Dunnigan
- **Manual Design:** Griffco Advertising